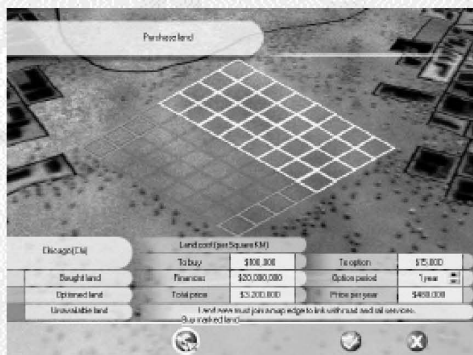# Tutorial: Building your first airport

'Start a new game' at the main menu.

Use the arrow buttons to scroll through the continents until you find North America, then scroll through the cities until you find Chicago.

It has a great deal of air traffic and population, so its profit potential is very high. Click the check mark button to accept this city for your new airport.

In the map screen, you can select plots of land near your chosen city. The closer you are to the city the more people will visit your airport, but the land will also cost more. In this case we're going to move as close to the city as possible. Click the right arrow until you're 10 kilometers away from the city.

Now you need to buy a portion of land to build your airport. Click and drag with the left mouse button until the entire top section of the grid is selected above the red areas, then click the 'Buy Marked Land' button.

You can also option land to prevent competitors from purchasing land nearby, but we won't be doing that this time. Click the check-mark button to begin building your airport.

Now you'll see an empty plot of land with road and rail connecting from the outside. Click the mini-map button at the top of the screen to see a smaller representation of your land.

Now zoom out to get a better look at your surroundings by pressing the number 2 on your keypad or clicking the zoom out button at the top of the screen.
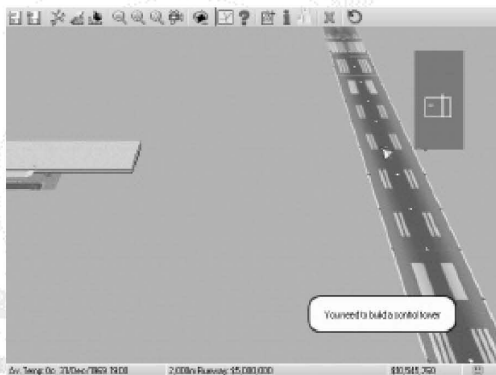
Move your mouse to the top of the screen, or use your up arrow key to scroll towards the center of your land. We'll build our terminal there. Click the Build button at the top of the screen and select 'prefab terminal #1' from the 'Public Services' tab.
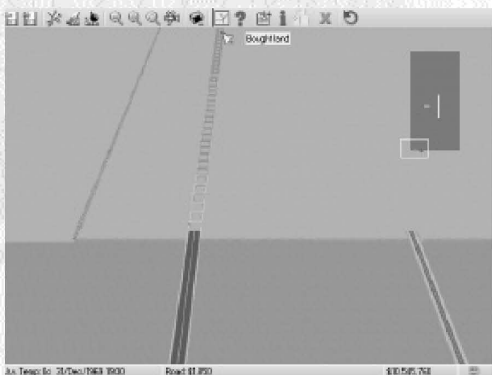
Place your terminal in roughly the center of your land. You don't need to be too exact. In higher difficulty settings, you'll be able to build your own custom terminals. For the time being, the prefab terminal will more than meets our needs.

Now let's build a runway. Click the Build button at the top of the screen and select the 'Airside Navigation' button. Pick the 2000-meter runway. These runways cost a great deal, but will make up for their price by attracting larger planes. Place the runway a short distance to the left of your terminal, allowing for room to build necessary airport structures between your terminal and runway later. If you runway is facing the wrong direction, use the right mouse button to rotate it.
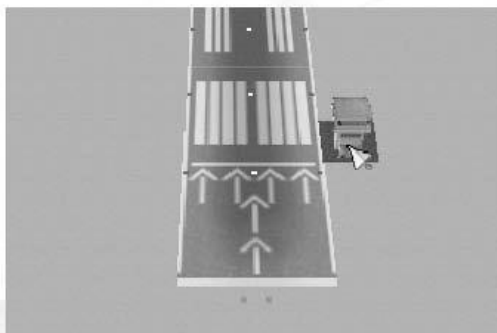
You'll need to connect your terminal to the outside world to bring in passengers. Move your mouse to the bottom of the screen or use your down arrow to scroll back to the road that leads outside your airport. Now click the Build button and select the Transport tab. Click on the road, and build long segments until you're close to your terminal, scrolling the map up when necessary. Continue until you're connected to your terminal's entrance.
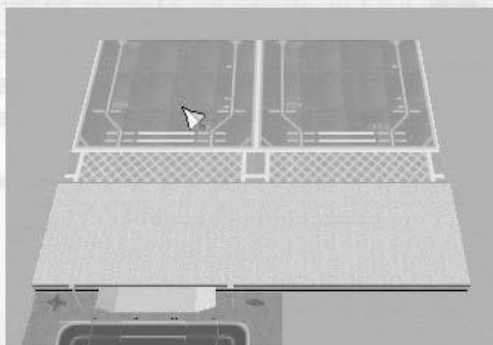
In order for more building options to become available, click the 'Click to go!' button at the top of the screen.
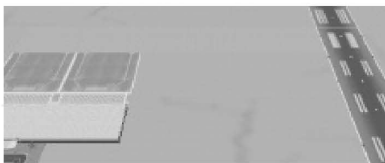

You'll need a control tower before planes can land. Click the Build button at the top of the screen, and select the 'Airport Support' tab. Click the 'small control tower' and place it near your runway.
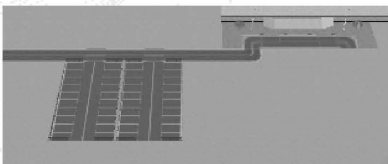

Let's place a few plane stands. Click the Build button again, and then click the 'Airside Navagation' tab. Select the plane stand and position them behind your terminal. You may need to rotate them by clicking with your right mouse button so the white area is facing your terminal.

You'll need to build a taxiway to move your planes from the runway to the plane stands. Click the Build button and select the 'Airside Navigation' tab. Click on the taxiway and connect from behind your plane stands to the edge of your runway.

Passengers need a place to park, so let's add some long-stay car parks. Click the Build button and select the 'Transport' tab. Click the long-stay car park and place one or two to the left of your terminal. If necessary, rotate them so the entrance faces your road by clicking the right mouse button.

Finally, you'll have to add some fire protection to your airport. Click the Build button and select the 'Emergency Services' tab. Choose 'Airport Fire Station #1'. Place the fire station behind your terminal so that the gray area lines up with your taxiway.

 Once the fire station is placed, the 'Open Airport' button should begin flashing.
Click that button to begin accepting flights.

General Hints and Tips

The better quality of the fuel services of your Plane Maintain will also increase the capacity of your refueling trucks, causing pilots to complain less about delays.

Here's how you can dedicate a check-in desk to an airline. Enter your terminal, then press the 'P' key or click the 'Object Properties' button. Find and left click on a check-in desk. Click the 'Dedicate to an Airline' button at the bottom center of the screen.

Place a check mark next to the airline you wish to dedicate the desk, and then click the 'Check' button in the lower left until you're back to your terminal.

Build your roads in long sections instead of square by square. This will make a big difference later on as the game approaches its maximum amount of objects.

If an airline contract requires dedicated check-in desks, make sure you give them at least four to encourage passenger flights from your airport.

Place your arched doorways in your terminal so that they leave enough space in the room to place the necessary objects. If you can, use only two per room and build them directly across from each other.

To bypass the opening movies, tab the space bar twice and you'll move directly into the game menu.

If passengers are moving around a room, but never exiting, something those passengers need is missing. Check to see what else is available to build for that room and add those items.

Build an administration building as soon as you have the available money. With the administration building you're able to use the Contracts window to see why certain airlines haven't signed contracts with you.

Leave at least four check-in desks non-dedicated to support passengers flying on airlines that didn't require dedicated check-in desks in their contract.

If you want to see how fast the game is running on your computer, press F2 on your keyboard to show the frames per second at the upper right of the screen.

Building roads across railroad tracks can be tricky, so here's how it's done. Drag out a section of road that begins at least two squares away from the track to the track, but don't cross it. Now begin a new section of road on the other side of the track directly across from the first road you created. The two sections will automatically connect once the second road section is created.

You can right-click on the button bar at the top of the screen to make it move to the bottom of the screen, if you prefer it there. Right clicking on the bar again will move it back to its original position at the top of the screen.

Destroying a terminal is different than destroying other structures. First click the Demolish button at the top of the screen, or press the D key on your keyboard. Then start at the corner of your terminal and drag you selection to the opposite corner by holding the left mouse button. Once the entire structure is highlighted, let off the mouse button to destroy the building.

Some airlines may require a dedicated cargo facility. To dedicate a cargo facility, press the 'P' key or the 'Object Properties' button on the toolbar. Click on a cargo building, and then click the 'Dedicate to an Airline' button at the bottom center of the screen. Select which airline will use the facility, the click the check-mark button to accept these changes.